

DWARVES of IRON PEAK



RULEBOOK

DWARVES of IRON PEAK

CREDITS

Game Design: Greg Breault

Design Edits: Justin Wildhorn, Craig Balme, Richard Borg

Art: Greg Breault

Editing: Craig Balme, Mike Breault

Layout: Julian Serrano, Jamie Wallis, Joel Davis

Lore & Story Edits: Joel Davis

Website and 3D Printing Support: Corey Kinard

Dwarves of Iron Peak logo is © copyright 2018 RocketSlug Games, LLC.

Dwarves of Iron Peak rules is © copyright 2018 RocketSlug Games, LLC.

The RocketSlug logo is © copyright 2018 RocketSlug Games, LLC.

Illustrations are © copyright 2018 RocketSlug Games, LLC.

Miniatures and 3D models are © copyright 2018 RocketSlug Games, LLC.

No part of this rulebook or game components may be copied or reproduced without prior written permission of the copyright holders.

All rights reserved.

Actual components may vary from those shown. Made in China.

For my two treasures, Bella and Hunter

I love you!

-Dad



ROCKETSLUGGAMES,LLC

RocketSlugGames.com

TABLE OF CONTENTS

CREDITS.....	1	PIVOTING THE TROLL'S FEET	10
TABLE OF CONTENTS.....	2	TROLL COMBAT.....	10
COMPONENTS.....	2	HAMMER STRIKE ATTACK	10
INTRODUCTION.....	3	BLIND SPOT	11
SETTING UP THE GAME	3	DWARVES CARRYING TREASURE TOKENS	11
DWARF PLAYER SET UP	4	CAVE SPIDERS	11
VILE PLAYER SET UP	4	CAVE SPIDER MOVEMENT	11
TOKEN SET UP	4	SPIDER BITE	11
INITIATIVE	5	MURKMAW	12
GAME TURN	5	CRUD THE GOBLIN.....	13
DWARVES OF IRON PEAK FOR 3 OR 4 PLAYERS ..5		TOKENS EXPLAINED	14
PLAYING AS THE DWARVES	6	KHORUM'S QUESTS.....	15
DWARVEN PLAYER TURN	6	THE BRACKENMIRE BOG	16
DWARF MOVEMENT.....	6	QUEST 1	17
FINDING AND GRABBING TREASURE.....	7	QUEST 2	19
DWARF COMBAT	7	QUEST 3.....	21
SPECIAL LANCER TROLL FOOT ATTACK.....	8	INTERLUDE.....	23
DWARF WARRIOR DEFENCE STANCE.....	8	QUEST 4.....	25
DWARVEN HEAVEN CROSSBOW	8	QUEST 5.....	27
GORBASH THE TROLL	9	QUEST 6.....	29
TROLL PLAYER TURN.....	9		
TROLL REGENERATION.....	9		
REMOVE LANCE FROM FOOT.....	9		
TROLL AND SPIDER ACTIONS.....	9		

List of Components

1 Rule Book	1 Troll Heart	1 Webbed Prince Marker
1 Quest Book	24 Special Action Cards	7 Lanced Foot Markers
1 18x18 Game Board	2 Dice	8 Action Points Markers
2 Mountain Troll Feet	3 Treasure Tokens:	1 Orb Marker
1 Troll Hammer	3 Crud Markers	1 Hammer Marker
1 Troll Health Mat	11 Troll Wound Markers	1 Helm Marker
1 Murk Maw Mat	11 Dwarf Wound Markers	1 MurkMaw Mouth
1 Dwarven Warrior Mat	1 No-Regeneration Marker	4 MurkMaw Tentacles
3 Cave Spider figures	9 Venom Markers	
2 Dwarven Warrior figures	6 Poison Arrow Markers	
6 Dwarven Lancer figures	6 Bolt Markers	
10 Wooden Lances	6 Stun Markers	
1 Dwarven Crossbow	2 Warrior Defence Markers	
1 Dwarven Sigil	9 Hatchling Markers	

Dwarves of Iron Peak is a board game that pits a troop of brave Dwarves against the Vile creatures that live in the lands around them. The Dwarf player must complete quests, while the Vile player must stop the Dwarves or destroy them entirely!

SETTING UP THE GAME

...and exploring the Quest Book

Players decide which Quest they would like to play and then which side they would like to play. The two opposing sides are the Dwarves and the Vile. The Dwarves being the goodly and brave, but greedy dwarves sent to complete quests for their king. The Vile side being the evil, sometimes slimy, dirty side that sets about trying to prevent the dwarves from completing their nasty quest objective. The Vile side can be made up of anything from Spiders, to Goblins and even larger much more devastating creatures.

You will choose which side you want to play and sit on the side of the board closest to the side representing either the Dwarves or Vile side.



DWARVES

VILE



DWARF PLAYER SET UP

The dwarf player takes the dwarven summary card and places it on their side of the game board along with any red wound tokens, sleep/stun, web tokens, and blue dwarf dice. The dwarf player takes the appropriate number of Warriors and Lancers and places them in their starting positions per the quest.



VILE PLAYER SET UP

Depending on the quest the Vile player might take the Troll or Murkmaw health sheets, spider hatchling cards or Crud's health card to their side. The Vile player then takes the appropriate pieces and places them in their starting positions per the quest. The green wound and poison tokens, as well as the green dice are for the Vile side.

TOKEN SET UP

The Quest may refer to various tokens to be used. Gather up these tokens and place them off to the side of the board to be used during your game. A good example of this is Treasure Tokens, the Webbed Prince, or Magical Items.

SPECIAL CARDS

Certain Quests also require different cards to be used. Search through both the Dwarf and Vile decks to find these cards. Shuffle them and give them face down to either the Dwarf or Vile player. Once you have your cards for your side, you may look at them, but don't show them to the other players unless they are allies on your side.

INITIATIVE

Both players roll the dice for their side. Whomever gets the highest roll typically gets to move first unless otherwise stated in the Quest briefing. Typically Vile players start on the board anywhere in the first two rows of hexes.

GAME TURN

Players alternate taking turns until the quest objective is fulfilled or it is deemed impossible to complete.

DWARVES OF IRON PEAK FOR 3 OR 4 PLAYERS

When there are three players, two players will play the dwarves. Each dwarf player's will have a troop of 1 Warrior and 3 Lancers and action cards will be shared between them.

When there are four players, two players play the dwarves. Each dwarf player's will have a troop of 1 Warrior and 3 Lancers and will each draw 3 special action cards. One Vile player will play the troll's feet or MurkMaw and it's tentacles, and the other player plays the spiders, and Crud if he is available. Include Crud in quests for more of a Dwarf challenge!





THE DWARVES

PLAYING AS THE DWARVES

As the Dwarven player you take control of a group of Dwarves sent to complete Quests for your King, the great King Khorum, son of King Dhorum, Ruler of the Iron Peak Clan.

The Dwarves are easier to play for beginners as the Troll and MurkMaw take a little getting used to!



DWARVEN PLAYER TURN

Each dwarf figure has 5 Action Points (APs) to use on a turn. Action points are used for both movement and a single combat during a turn.

- Up to 5 APs can be spent on movement.
- Only 1 AP may be spent on combat during a turn.
- The order a dwarf uses his APs for movement and/or combat is up to the dwarf player.
- Not all APs must be spent during a turn.
- Unused APs from a turn cannot be held over, to be used on the next turn.
- All the actions of one dwarf must be completed before activating another dwarf.

Dwarf Movement

At the start of a quest, the dwarves will normally start outside of the board (off the game board) near the cave entrance hexes. On the dwarf player's first turn, each dwarf must move onto the game board one at a time, entering through the cave entrance hexes. Moving onto the cave entrance hex on the game board costs 1 AP. Moving onto a new hex space costs 1 AP. Continue moving a dwarf figure until satisfied with his position or his action points are used up. Repeat this for each dwarf.

- All the dwarf figures may move during a turn.
- Once in the cave, a dwarf does not have to move.
- Moving onto a new hex costs 1 AP.
- Dwarves can move in any direction with no penalty.
- Only one dwarf figure can occupy a hex.
- A dwarf cannot move through a hex containing another dwarf, a cave spider or the hexes occupied by any other figure.

Finding and Grabbing Treasure

A dwarf can pick up a treasure token by moving onto a hex with a treasure token. Moving onto a hex with a treasure token and turning the token over to see what treasure is found, costs no AP.

Picking up a treasure does not end the dwarf's actions. A dwarf can move onto the treasure token, pick up the token, and continue moving with the treasure as long as he has APs remaining.

- A dwarf may only hold one treasure token.
- A dwarf's combat is not reduced when holding a treasure.
- A dwarf can choose to drop a treasure token he has.
- A dwarf does not have to pick up a treasure when it is revealed.
- A dwarf's movement is not reduced when holding a treasure.

Dwarf Combat

A Dwarf must have 1 AP to spend and be on a hex adjacent to an enemy, to combat. An attack costs 1 AP. When a dwarf attacks, roll one die. Check the enemy's Defense. If the roll is the Defense number or better a hit is scored.

When a hit is scored on a troll, the dwarf's weapon will determine the amount of damage.

- A dwarf warrior's axe scores 2 points of damage.
- A dwarf lancer's lance scores 1 point of damage.
- A dwarf lancer without a lance, using his secondary weapon of a hand axe, scores 1 point of damage.



For each point of damage received, move the troll's health token down one number. In addition to a troll's health being reduced, the location of the hit just scored must be determined. To determine the location of the hit, roll one die and refer to the hit location list on the troll's health card. Place a troll wound marker on the number just rolled.

When the troll arms and legs receive a wound marker, the wound marker will remain on the wounded arm or leg for the rest of the quest.

Note: both the right and left arm must have a wound marker to limit the use of the troll hammer, and both the right and left leg must have a wound marker to reduce the troll's AP by 1.

When the location is a head wound or gut shot, the effect of the wound location will only apply to the troll's next turn. At the end of the troll player's next turn, remove the wound markers from the troll's head and gut.

Each location can be hit multiple times, but only one wound marker is placed on the head, arm and leg locations. Gut shot hits are an exception. Each time a gut shot location (#6) is rolled during a turn, place a wound marker on the troll's gut. On the troll's next turn, each wound marker on the troll's gut increase the troll action points by one.

Remember, at the end of the troll's turn, wound markers are removed from the head (#1) and gut (#6) locations.



Special Lancer Troll Foot Attack

A dwarf lancer, instead of making a thrust attack against the troll can announce before it rolls the die, that it will attempt to lance the Troll's foot. Roll one die. A roll of 4 or better will lance the foot.

"Theres sumtin' in ma' foot!" - On a successful lance attack on a foot, the lance is embedded in troll's foot and the troll's health is reduced by 1 point. Remove the lance from the dwarf lancer figure and place the lance in the hole on the troll's foot that was lanced. When the lance attack is not successful, the dwarf will keep his lance.

When a dwarf lancer no longer has his lance, the dwarf lancer figure will use his secondary weapon, his hand axe, for the rest of the quest.

Each troll foot can only be lanced once per turn.

Strength Roll: At the start of the troll's next turn, he will roll one die to attempt to free his foot from a lance. If a 6 is rolled the lance is removed and the foot is free to move. If the lance is not removed, the troll may not move or pivot the foot that is lanced on this turn.

At the end of a troll's turn a lance is always removed from his foot.

Dwarf Warrior Defensive Stance

A dwarf warrior can place a defense token to ward off any would-be attacker. It costs 1 AP to place the dwarf warrior in a defensive stance. Place the dwarf warrior Defense token next to the dwarf warrior figure.



On the Vile player's turn, when an enemy enters a hex adjacent to the warrior in a defensive stance, the warrior will make a free attack against the enemy unit, before the enemy unit continues with its movement or attack.

Example: Gorbash's foot steps into a hex around a warrior in a defensive stance. If a hit is successful, the dwarf warrior's axe scores 2 points of damage to the troll's health. A hit location is even rolled to see where the dwarf's axe landed.

Defend your Lancers from Spiders using your Warriors Defensive Stance!

Dwarven Heaven Crossbow

The Dwarven Heavy Crossbow can be used either specifically for a quest or if both the Dwarf and Vile player agree on it during any quest to add a bit more excitement.

Find the 6 Bolt tokens and place them on the Dwarf players side.

The miniature for the Heavy Crossbow is placed in one of the Dwarven Lancers hands, replacing the Great Lance he would normally hold.

The Crossbow can shoot 5 hexes away and will hit on a normal defense roll for the target. Shoots over friendly targets and does not need to shoot in a straight line. Whether or not the target is hit, you will discard one of the Bolt tokens. When all of the Bolt tokens are gone, the Crossbowman then can use his hand axe to do 1pt of damage at close range like a normal lancer.





THE TROLL

GORBASH THE TROLL

Gorbash is a hateful, vile Troll that lives in the South Spire Mountains in his filthy cave. From there he raids out stealing and killing what he can.

As Gorbash the Troll you play as his enormous feet which can crush dwarves as you move around the board.

TROLL'S TURN

At the start of the Vile player's turn, before moving or battling, there are a number of steps that need to be completed:

1. Troll Regeneration
2. Add Poison Markers, see "Spider Bite" rules section
3. Attempt to remove lance from foot

At the end of the troll player's turn, after moving or battling, there are a number of steps that need to be completed:

1. Remove lance from foot
2. Remove wound markers from troll health card, head and gut locations only

Troll Regeneration

At the start of the troll player's turn, the troll will regenerate 1 health point, tracked by the troll heart marker. Move the troll heart marker up one number. If the troll is full health (marker is on 10) he has no health to regenerate.

If the troll's health marker ever reaches the "Dead" space, the troll's feet and hammer are removed from the game board. Normally defeating the troll in this manner is another sure fire way to win a quest.

Attempt to Remove Lance From Foot

At the start of the troll's turn, roll one die to free the troll's foot from a lance. The troll must roll a 6. If a 6 is rolled the lance is removed and the foot is free to move. A die roll is made for each foot that has a lance in it. If the lance is not removed, the troll may not move or pivot the foot that is lanced on this turn.

Troll and Spider Actions

- The troll and spiders may be active in any order; troll first then spiders, or spider first, then the troll, then spider, or spiders then troll.
- All the actions of a spider and/or the troll must be completed before activating another spider or the troll.
- The troll and each spider figure may move during a turn.
- The troll and each spider do not have to move.

Troll Movement

The troll's feet start on the game board on the Vile side anywhere in the two rows of hexes. Place the left foot to the left and the right foot to the right.

- Up to 6 APs can be spent on moving.
- A troll may only spend 1 AP on combat with his hammer during a turn.
- Each movement of 1 hex by one of his feet costs 1 AP.
- The order a troll uses his APs for movement and/or combat is up to the troll player.
- Not all APs must be spent during a turn.
- Unused APs from a turn cannot be held over to be used on the next turn.

Movement by the troll's foot is determined by the movement of the heel of the foot. An easy way to keep track of the troll's foot movement is to lift the front of the foot up by the toes and move a foot using the heel to count the spaces. The troll's heels must end each movement no more than 1 hex apart, so plan your moves and use your APs wisely!

When you move the troll's feet, it's best to move one foot and then move the other foot to keep the heels within 1 hex of each other



Two hexes between the troll's feet is an illegal move.

Pivoting the Troll's Feet

If you want to pivot a foot, you rotate on the heel of the foot. Each hex you pivot on to with the front of the foot uses 1 AP. The troll cannot pivot or step across his own feet, and the toes must be always less than facing at 180 degrees. This is important to keep in mind because the troll cannot easily turn around. This is also important for the dwarves to remember that the troll can step backwards without turning around so be wary!



The left foot may never occupy a hex to the right of the right foot and the right foot may never occupy a hex to the left of the left foot.

Troll Combat

The troll can eliminate a dwarf figure by stepping on a hex with a dwarf, which will crush the dwarf figure, or by smashing a dwarf figure with his hammer. Dwarves are immediately removed from the board when stepped on or hit by a hammer strike.

Crushing a Dwarf

Crushing a dwarf with the Troll's feet, is actually not considered combat. When moving the troll it can crush any and all dwarves he can step on during a turn. If the troll has any APs left, he can continue to move. Dwarves are removed from play immediately when they are stepped on. Note spiders will also be crushed if stepped on.

The troll cannot step on a Dwarf that is carrying the Dwarven Sigil.

When the troll steps on a dwarf lancer figure, who still has his lance, the dwarf lancer is eliminated, but the troll will suffer hits. Dwarf lancers are pricklier than warriors and the troll's health marker is reduced by 2 points when a dwarf lancer figure is crushed. A dwarf lancer when crushed will not do a hit location roll.

Hammer Strike Attack

A hammer attack is just as lethal as crushing a Dwarf but a die needs to be rolled to see if the hammer strike will hit the dwarf. The troll can only strike attack with his hammer once per turn by using 1 AP. Roll 1 die and the troll needs to roll equal to or above the dwarf's defense number for a hammer strike to be successful. A successful roll will eliminate the dwarf figure and remove it from the game board.

The range of the hammer strike is two hexes from either foot, which is about the size of the hammer when laid onto the game board. However, the troll cannot reach some hexes directly behind his feet which is referred to as Blind Spot, see "Blind Spot" rules section.



Blind Spot

Being a huge Troll has its disadvantages. The four hexes, in a diamond pattern, directly behind the troll's foot are referred to as the Troll's Blind Spot. A dwarf figure that occupies any of these blind spot hexes cannot be attacked by a hammer strike.



Dwarves Carrying Treasure Tokens

When a dwarf that is carrying a treasure token is crushed or smashed, remove the dwarf figure from the game board. The treasure token, however, will remain in the hex the dwarf last occupied. The treasure token may be retrieved and picked up by another dwarf in the company.

The Vile may not pick up or move a treasure token unless stated in the quest.

CAVE SPIDERS

Gorbash the troll has lived in his cave for a long time but he is not alone. In the dark crevices of his enormous lair lives a number of Cave Spiders. These spiders feed off of the scraps of hapless victims that Gorbash brings back. Their bite is toxic and can kill a dwarf in but a few breaths.

Cave Spiders typically start anywhere on the two rows of hexes closest to the Vile player.



Cave Spider Movement

During the troll players turn, each spider has 6 APs.

- Up to 6 APs can be spent on moving.
- A spider may only spend 1 AP on a bite attack during a turn.
- Each movement of 1 hex costs 1 AP.
- The order a spider uses his APs for movement and/or combat is up to the Vile player.
- Not all APs must be spent during a turn.
- Unused APs from a turn cannot be held over to be used on the next turn.
- Spiders can move in any direction with no penalty.
- Only one spider figure can occupy a hex.
- A spider cannot move through a hex containing a dwarf, another cave spider or the hexes occupied by any other unit.
- Spiders can move through treasure tokens with no penalty.
- The spider may not pick up or move a treasure token.

Spider Bite

A spider can attack and move in any order, but it can only attack once per turn. It costs 1 AP to make a bite attack.

A spider must have 1 AP to spend and be on a hex adjacent to a dwarf figure to attack.

An attack costs 1 AP. When a spider attacks roll one die. The spider needs to roll equal to or above the Dwarf's defense number for its bite to be successful. When a spider makes a successful attack, place a venom marker near the Dwarf.

At the start of a troll player's turn, add a venom marker to the dwarf figure. When a dwarf figure receives its third venom marker it is removed from the game board.

* see Tokens Explained for rules on Cave Spider Hatchling Egg respawning!



MURKMAW

MURKMAW

The Brackenmire Bog near the dwarven mountains has always been a formidable barrier to cross. Now, something has awoken within the Bog. A creature that can be heard crunching on the bones of its victims now waits in the murky waters. MurkMaw is its name, and the player controls the huge gaping mouth with rows of teeth and the four barbed tentacles.

The barbed tentacles can whip out to damage dwarves and also drag them into the waters towards the waiting mouth. Once a dwarf is near the mouth it is able to devour a Dwarf whole!

The Mouth of MurkMaw

Health 5

Defense 3 + (roll a 3 or higher to hit)

Setup

The Mouth of MurkMaw starts on the gameboard in the 2 hex rows closest to the Vile players side.

Movement

- Up to 8 AP's can be spent on moving and attacking between the Mouth and Tentacles
- The Mouth moves independently from the tentacles but uses the same 8 AP for the whole creature

Attack

- **Eat Dwarf** - once per Vile turn, eat a dwarf on a roll of 5 or 6. As long as a dwarf is adjacent to the mouth. Attempting to eat a dwarf costs 1 AP.

Muck

1 hex around the entire mouth is the Muck. When a Dwarf enters the Muck he suffers a loss of 1 AP each turn as long as he is in the Muck around MurkMaw's mouth.

The Tentacles of MurkMaw

Tentacle health 3 (each tentacle)

Defense 4 + (roll a 4 or higher to hit)

Setup

The Tentacles must be placed so they are adjacent to the Mouth at game start.

Movement

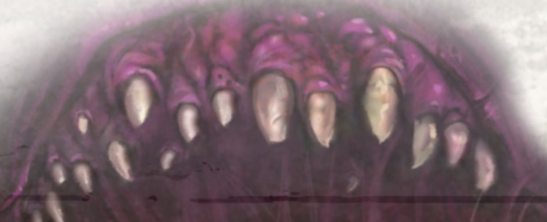
- Up to 8 AP's can be spent on moving and attacking between the Mouth and Tentacles
- The Tentacles move independently from the Mouth but uses the same 8 AP for the whole creature

Attacks

- **Whip** - Tentacles lash out like a whip with sharp barbs (1 wound) (see Tentacle Attack Range on the next page)
- **Grab/Drag**
 - Tentacles attempt to grab a Dwarf and can then drag the dwarf towards the mouth (1 wound). The Dwarven unit will then follow along with the end of the tentacle until they roll a 6, or the tentacle is destroyed.

Special Abilities:

- **Submerge tentacle** for 4 AP, and re-emerge and use other 4. Ex, uses 4 to submerge, then emerges 8 hexes away and has 4 pts to use, or to use on other tentacles. The mouth never submerges.
- **Respawning a tentacle** costs all 8 AP (Max 4 tentacles). There has to be at least one tentacle removed from the board. Tentacle is placed adjacent to MurkMaw's Mouth.





CRUD THE GOBLIN

CRUD THE GOBLIN

Crud hides in the Bog of MurkMaw spending most of his time poisoning his arrows and eating smaller creatures. He is able to hide from almost anything, unless they get close to him. When Crud uses his action points to hide, three Crud Tokens are placed adjacent to his miniature, and his miniature is removed from the board. Crud is then able to use the rest of his AP to move each token in any direction. Only one of these tokens hide the true Crud!

Health 3

Defence 4 + (roll a 4 or higher to hit)

Movement & Setup

Crud starts camouflaged at the start of the game within the last two rows of hexes on the Vile side of the board.

- Up to 6 AP's can be spent on moving, attacking and camouflaging.
- The Crud tokens, when camouflaged can move 3 spaces each, no matter how many AP are left for his turn.

Attack

- **Bow & Poison Arrows** - Crud can fire off one arrow per turn, up to **5 hexes** away. If it hits, the Dwarf is poisoned. Place a poison marker on that dwarf.
- **Poison Arrows** - When an arrow hits, a venom token counts as a wound. Add a venom token on each Vile player turn. Once 3 wound or venom tokens are on that dwarf, they are removed from play.
- **Evil Eye** - If Crud rolls a 6 on an attack, he is then able to fire one more arrow at the same target or different, that is within range.

Special Abilities:

- **Camouflage (3 AP)** - At the beginning of the game Crud is camouflaged. He is able to reveal himself and attack and camouflage again as long as he has 3 AP
- When he camouflages place three Crud tokens with the forest/hidden side up. One of these tokens is the real Crud. Each Crud token can then move 3 spaces
- Crud is only revealed when an enemy unit is adjacent to a Crud Token. No attack needed. If a ranged enemy shoots at his Crud Token, that token is also then revealed. If it's the real Crud then attack dice are rolled to check for hits.

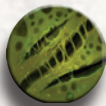


TOKENS EXPLAINED

Dwarf Wound: used everytime a Dwarf is successfully attacked by the Vile. Typically Dwarves have 3 Health Points.



Vile Wound: used mainly for Gorbash the Troll, Crud the Goblin, and MurkMaw's Head and Tentacles.



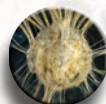
No-Regen: used for Gorbash or MurkMaw when they are not able to regenerate their health or extra tentacles. Place the token on their player mat so that you remember they cannot regenerate for their next turn.



Lanced: this token is used for MurkMaw's Tentacles. They are placed on top of a tentacle on a successful Lance attack. The same lanced rules apply to the tentacles as they do to the troll feet.



Hatchling Egg: if cave spiders are involved in the quest, each spider gets a Hatchling card. At the start of the quest three (3) egg tokens will go on each Hatchling card. When a cave spider dies, place the spider on the Hatchling card. At the beginning of each Vile round, remove one (1) egg token. On the Vile turn, once the last egg token is removed, respawn that spider anywhere on the outer edge hexes of the board, except the Dwarf Entrance hexes.



AP and No-AP: these tokens are used to track which units have already made their turn and used all AP. It is up to you if you would like to use these during your game.



Venom: your time is limited when you see this token placed on one of your units! Venom courses through your veins, most likely from a spider bite or Crud's arrows. This acts like a wound, but on each Vile turn another Venom token is placed. When three wound or venom tokens are placed on a Dwarf, that Dwarf has seen his last day.



Quickening! Use your spiders to attack a Dwarf multiple times to add wounds. Between the wounds and venom you can make quick work of pesky Dwarves!

Poison Arrows: Six (6) of these arrows are carried by Crud. Slathered with poisons from the Bog, these follow the same rules as Venom when they hit a Dwarf victim.

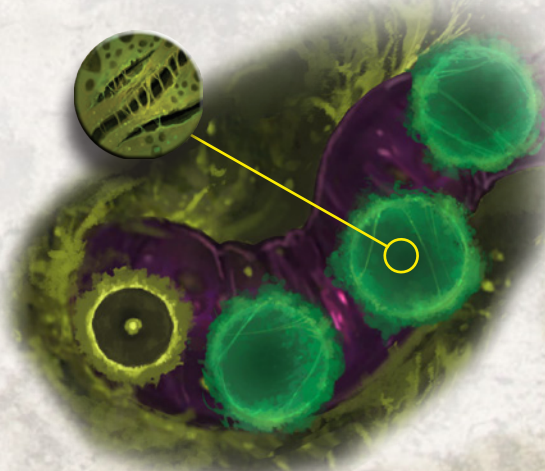


Tentacle Attack Range

Each MurkMaw Tentacle can attack only once, in a three hex area around the end of its tentacle.



Match up the numbers of the tentacle with the MurkMaw player mat to track a tentacle's health. MurkMaw's Mouth health is tracked there as well.



KHORUM'S QUESTS

“So the King has sent you on a routine patrol, hmm? Keep your axes and your wits sharp, brothers. Something in my old bones tells me that you will need both on this journey.”

- Egmund, Elder Seer of Iron Peak

Khorum's Quests are the first glimpse into the world and trials of the Iron Peak Dwarves and their mountain fortress. The Quests in this book tell a story; a story that you can choose to follow, or pick a quest to jump immediately to.

The first set of three Quests deal with the party's excursion into the Brackenmire, the sprawling bog south of Iron Peak. There, they discover clues to the whereabouts of a long-lost treasure...and a monster of mythic proportions.

The second set of three Quests sees the party following a trail into the heart of the South Spire Mountains, on the hunt for an ancient and murderous troll... and the stolen Dwarven artifact he covets above all else.



THE BRACKENMIRE BOG

“Strangleroots, quicksand, even those infernal spiders - we’ve been handling them for generations. But on our last trip through, I’d swear there was something else watching us. Something in the water. Something big.”

The Dwarves of the Iron Peak have traveled through the bog south of their mountains to trade for many years. Now, rumors swirl of a vile presence that threatens travelers, both from Iron Peak and the nearby human kingdom. Confident that the local spiders have simply grown overpopulated, King Khorum orders a small party to make a routine patrol of the bog and return with their findings.



QUEST 1:

STICKY SITUATION

Striking out from Iron Peak Fortress, the Dwarven party set out to investigate the gloomy Brackenmire. Searching through the stinking slime and bubbling mud, they came upon the ruins of a caravan, old and decayed - and bearing the markings of Dwarven craftsmanship! Scattered among the rotted wood planks and frayed bits of canvas, they found skeletal remains as well. Short, stout figures, hacked limb from limb...but recognizable to any Dwarf as members of their own kind. How long had the remains of these fallen warriors lain here, decaying in the muck? Could this grisly grave be all that remained of the previous King's ill-fated caravan expedition, all those years ago? And if so, might the long-lost Sigil of Iron Peak still be somewhere nearby? Perhaps there was yet hope to reclaim the lost legacy of the line of Dhorum!

As the party set about planning their next move, a chittering hiss rang out from the trees - and a pack of gigantic spiders descended upon them! Caught by surprise, the party were all subdued with paralyzing venom and cocooned in sticky webbing - save for one brave Dwarf. Filthy, panting, and outnumbered, the task now falls to him to free his entangled kin, lest the Brackenmire claim a new batch of victims, and the only clue to the Sigil's whereabouts be lost for another generation...

Goal

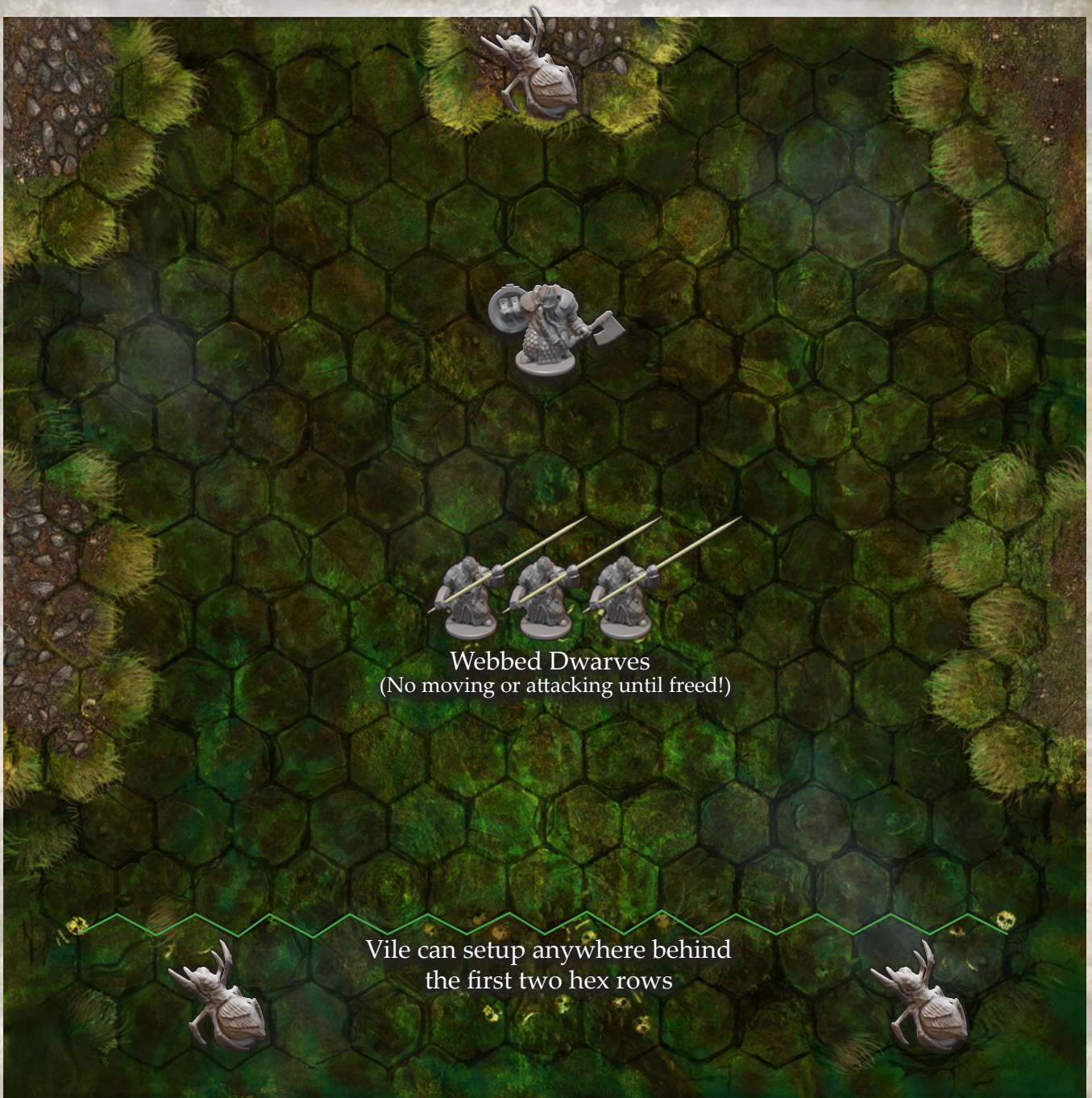
The Dwarves must escape with two dwarves. The Vile must prevent at least three (3) Dwarves from escaping!

Special Quest Rules

Webbed Dwarves cannot be attacked. A Dwarf that is not webbed may attempt to free a webbed dwarf. Each webbed Dwarf can free themselves with a **roll of 6**.

Webbed Dwarves can be freed by another free Dwarf, on an **roll of 4 or better**. Freed Dwarves are sick and can only move, not attack. A newly freed Dwarf is sick for one turn with only **3 AP until next turn** where they then have the full 5 AP.

Hatchlings can spawn anywhere on the edge of the map, excluding the 3 cave entrance hexes (Dwarf entrance and exit).



Dwarf Units

(1) Dwarf Warrior, (3) Dwarf Lancers (stunned/webbed)

Cards

Gwenda's Loaf, Dwarven Speed

Vile Units

(3) Cave Spiders (see placement for spiders)

Cards

(3) Hatchling, Frenzy

* All Vile units setup anywhere on the first two hex rows, unless the Quest shows otherwise!

QUEST 2: THE MISSING PRINCE

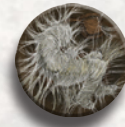
After a hard-fought battle, the party emerged victorious and in need of a drink. Lighting a fire and regaining their strength, they turned their attention once more to the remnants of the long-destroyed caravan, half-sunken in the mire. Had these slain dwarves indeed been carrying the Sigil of Iron Peak, when they took the well-worn shortcut through the Brackenmire? What had befallen them, and where was the Sigil now? One of the warriors knelt and, drawing his dagger, pried something from a corroded breastplate. After inspecting it for a moment, he held it up for all to see - there in his hand, pitted and yellowed with age, was a great tooth. A troll tooth.

The party exchanged dark glances. A troll attack had long been a suspected cause for the Sigil's disappearance, but there was only one troll this side of the South Spires who could've left a tooth that size - the one called Gorbash. If the Sigil's protectors had run afoul of Gorbash...

Suddenly, a scream interrupted their discussion! Through the overgrowth, they heard the clang of a sword, a gurgling roar- and the voice of a young man, crying out for help! The Dwarves now take up their weapons and strike out to lend their aid, if it's not already too late...

Goal

The Dwarves must drag the Prince out of the Bog to safety! The Vile must prevent their tasty Prince meal from being dragged out of the cave.



Special Quest Rules

Once per turn, any unit may attempt to **Drag the Prince**. Dragging units must have at least 2 AP remaining. While dragging the Prince, that unit may only move two spaces, regardless of their remaining AP. The Prince can be dragged only once per turn.

A Dwarf escapes with the Prince once the Dwarf that is dragging the Prince steps on a cave entrance hex, and thus wins the game for the Dwarves!

MurkMaw spawns on the 6th Vile turn! MurkMaw can be placed and activated on the same Vile players turn.



Dwarf Units

(2) Dwarf Warrior, (3) Dwarf Lancers

Cards

Gwenda's Loaf, Dwarven Speed, Charge, Dodge

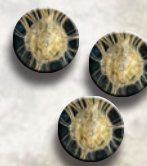
Vile Units

(3) Cave Spiders, Crud

Cards

(3) Hatchling, Frenzy, Putrid Poultice, Mushroom Spores

Don't forget your (3) Hatchling Egg tokens on each Hatchling card!



QUEST 3:

MURKMAW'S DEMISE

Bruised but victorious, the Dwarves tended to the royal human's wounds. A mouthful of Iron Peak whiskey brought him back to consciousness, and he told the party how his honor guard had fallen to Murkmaw's tendrils. The Brackenmire had never been pleasant, but armed guards had always been insurance enough when passing through. Now, none could travel safely through the swamp until the foul leviathan was dealt with.

The Dwarves nodded their agreement. They had been sent to rid the bog of the vile forces inhabiting it, and this tentacled monstrosity was surely the vilest of them all. Though the possibility of recovering the Sigil of Iron Peak was a tantalizing prospect, their duty bid them first and foremost to ensure the safety of their lands. Then perhaps, they could resume their hunt for the lost Sigil.

When it was assured that the prince was fit to travel, the party drew their next plans. Two Dwarven warriors would escort the prince to the Brackenmire's edge, backtracking through terrain where their party had already cleared the spider nests. Ahead, in the other direction, MurkMaw still lurked - along with the savage goblin Crud, no doubt. It was there that the rest of the party would trek. They swore to avenge the prince's fallen comrades, and to rid the land of Murkmaw, for the sake of both their kingdoms. And if fate smiled on them, perhaps find another clue to the whereabouts of the long-lost Sigil of Iron Peak...

Goal

The Dwarves must destroy MurkMaw! The Vile need only destroy all Dwarves!

Special Quest Rules

The Dwarves start off of the game board. Each move onto the entrance hexes costs 1 AP.

MurkMaw starts on the Vile side in the first two rows of hexes. Each Tentacle must start adjacent to it's head.



Dwarf Units

(2) Dwarf Warriors, (4) Dwarf Lancers
(All Dwarves start off the board)

Cards

Gwenda's Loaf, Dwarven Speed, Charge

Vile Units

(3) Cave Spiders, MurkMaws head, Murk-
Maw's (4) Tentacles

Cards

(3) Hatchling, Frenzy

INTERLUDE

ON THE WORD OF A GOBLIN

The corpse of MurkMaw lay sinking in the fetid mire. The remains of spiders and their nests were strewn about the muddy ground. With their quest fulfilled, the Dwarves began the trek back to Iron Peak Fortress - with a prisoner in hand. The vicious goblin Crud, who had dogged their progress through the Bog, had been subdued and captured. They suspected he was their best lead to the lost Sigil. The party dragged the creature, kicking and snarling, through the stone-wrought gates of Iron Peak and into the heart of the mountain, where they presented him before their King and the Elder Council.

From atop his gilded throne, King Khorum gazed down upon the fiend with disgust. **"Tell me, goblin. Why have my warriors brought you here, to the halls of my fathers?"**

Crud's nerve broke beneath the angry glares and sharp weapons all around him. The goblin, it seemed had a tale to tell. For years, he had served the mighty troll Gorbash, who made his home in the South Spire Mountains. Crud had lured countless travelers to their doom in Gorbash's cave. Merchants in particular, Crud sniveled, carried so-called "shinies", baubles which held little interest to the goblin - but Gorbash, it turned out, coveted such trinkets with unparalleled avarice. And he valued one trinket in particular above all others in his collection.

"A 'lucky shiny', Gorbash calls it," muttered the goblin. **"Carved with a dwarf's face. That face."** Crud nodded to a great stone bust on a nearby wall; the face of Khorum's dead predecessor, Dhorum. **"Gorbash brags of how he stole it from a pack of dwarves in the Bog, years ago, O King."**

The hall burst into muttered outrage. Khorum narrowed his eyes. One of the warriors stepped forward.

"My King, we found the remains of a caravan, long destroyed. The bones of our elder brothers and sisters scattered in the muck. We believe it was the same lost caravan that carried the Sigil during your great father's reign."

Khorum nodded, stroking his decorated beard. He was quiet for a long moment.

"Too long has my father's legacy languished in the cave of this stinking troll. A warrior band will journey to the South Spire Mountains. I will have the Sigil, and the head of Gorbash." He slammed a fist on his throne, the clang of his rings echoing through the hall.

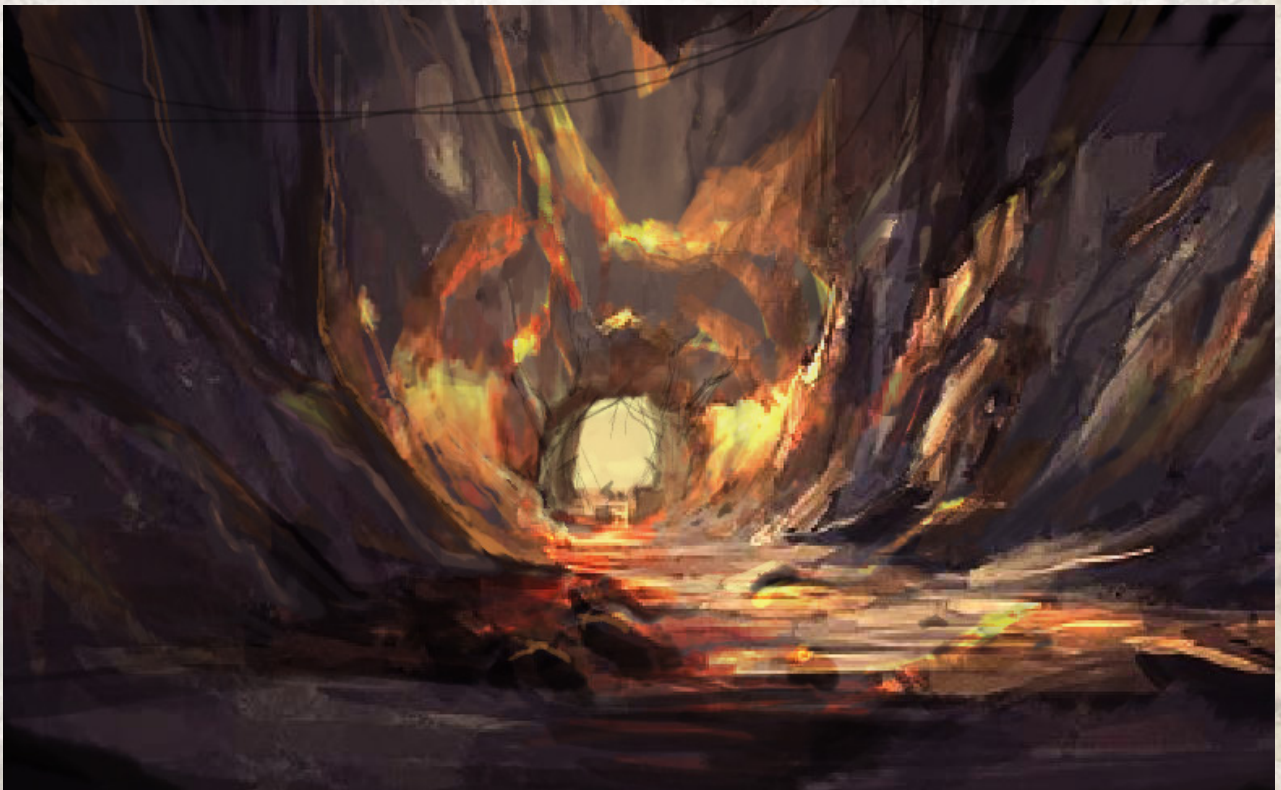
"What once was ours, shall be ours again!"

THE SOUTH SPIRE MOUNTAINS

South of the Bog lies a forbidding, fog-shrouded mountain range. Wolves, spiders, goblins, and the occasional troll are known to haunt the region's thick pine forest and dark caverns. But none of these foes compare to the hulking brute who makes his home there - the great troll Gorbash. Deep in his cave, surrounded by stolen treasures, he waits...for any foolish enough to challenge his domain.

“It was you lads who found our fallen brothers’ caravan and picked up the Sigil’s trail. So naturally I advised His Majesty that it should be you lads who retrieve it from Gorbash. I’m sure ye don’t mind me volunteerin’ ya.”

- Aldur, Warmaster of Iron Peak



QUEST 4:

GORBASH'S CAVE

Handpicked by King Khorum's Warmaster, Aldur, the Dwarves made their preparations and set out once again, this time to reclaim the long-lost Sigil of Iron Peak. The journey into the South Spire Mountains would be a treacherous one, but the Dwarves knew their King's fury all too well - he would have his prize, one way or another. And so, bound by royal duty, the warrior band made their way through winding steppes and looming pines until at last they reached the black, yawning entrance of Gorbash's Cave.

Bones snapped and cracked underfoot, and cobwebs hung in great sheets from the stalactites above. From dark corners and side passages, unseen things hissed and skittered - more giant spiders, no doubt, gathered to glut themselves on the remains of Gorbash's victims.

And there, at the far end of the cave, a huge mound of glittering treasure. Gold, silver, gems of every description - and what appeared to be several powerful magical items. A mighty hammer, a glowing orb, and a shining helm. If they could get their hands on those items of power, it would surely give them an edge against the troll.

Then, from the darkness beyond, came a deep, growling chuckle. "**Puny dwarves,**" it laughed. "**Face death. Face Gorbash!**"

Goal

The Dwarves must recover all three of the magical items within the Trolls cave. The Vile must prevent the Dwarves from leaving with all three items.

Special Quest Rules

Once an item is picked up, it cannot be handed off to another Dwarf.

Picking up a magical item costs no AP, but they must step into the same hex. The Dwarf then acquires the ability of the magic item they are holding. Place the token under or near their miniature base.

The Vile cannot move or pick up items.

On the Vile's 4th turn, Gorbash joins the fight with his massive feet and hammer! He can be placed and activated on the same turn, in Vile starting hexes. **FLEE!**



Dwarf Units

(2) Dwarf Warrior, (4) Dwarf Lancers
(All Dwarves start off the board)

Cards

Gwenda's Loaf, Dwarven Speed, Charge

Vile Units

(3) Cave Spiders, Crud (optional!), Gorbash's Feet and Hammer (on the 4th Vile turn!)

Cards

(3) Hatchling, Frenzy

** Only 2 Hatchling Egg tokens are needed for a Cave Spider to re-spawn during this quest!*



QUEST 5: THE SIGIL OF IRON PEAK

Battered and bloodied, the party fell back toward the cave entrance. Deep within the cavern, Gorbash's thudding footsteps faded as he retreated into his den to lick his wounds. The Dwarves had retrieved the scattered magical items from the cave, and escaped with their lives...but only just.

"Aye, The Sigil is here," one warrior said sternly. **"I can feel it."** The others nodded; they, too, had sensed the presence of the ancient relic, forged so long ago in the heart of Iron Peak. It pulsed with the strength of the mountain, beckoning to be reclaimed by its rightful owners.

The Dwarves bandaged their wounds, re-sharpened their blades. Gorbash was proving a worthy foe indeed, and it would take more than one skirmish to bring down the great troll.

At last, a lancer stood. **"Right then,"** he growled, hefting his mighty spear. **"Let's get what we came for, lads. What once was ours, shall be ours again."** The others stood resolutely, pride and fury shining through from under their blood-spattered beards. Raising their weapons, they took up the cry. **"What once was ours, shall be ours again!"**

And as one, the Dwarves rushed into the cave, ready to reclaim the Sigil of Iron Peak...or die trying.

Goal

The Dwarves must search all three treasure piles to find the lost Sigil. One Dwarf must step on a Dwarf Entrance hex, with the Sigil to win. The Vile prevent the Dwarf player from leaving with the Sigil



Special Quest Rules

Must hide shiny! At the beginning of the game, the Vile player will secretly hide the Sigil side of the token face down, showing the treasure pile face up, along with the other treasure piles. Then place the tokens at the designated spots on the map. The Vile player **must** remember where the Sigil is placed! Once all treasure tokens are down they cannot be looked at by the Vile player again. Dwarves only need to step on the treasure pile hex to discover what is hidden. *Gorbash no 'membah!?*



Dwarf Units

(2) Dwarf Warrior, (4) Dwarf Lancers
(All Dwarves start off the board)

Cards

Gwenda's Loaf, Dwarven Speed, Charge
* Randomly choose 3 Dwarf cards! Put the rest in the box.

Vile Units

(3) Cave Spiders, Crud (optional!), Gorbash's Feet and Hammer

Cards

(3) Hatchling, Frenzy
* Randomly choose 3 Vile cards! Put the rest in the box (remove Crud cards if he is not in game)

QUEST 6: THE KING'S JUSTICE

At last, the Sigil was recovered! But the fight was taking its toll on the party. One warrior hacked a final blow into a lingering spider, which screeched and lay still. At the far end of the cave, Gorbash howled and roared his fury. His hatred for these Dwarves filled his small mind with a haze of blinding rage.

"Tiny thieves!" the troll bellowed. **"You take Gorbash lucky shiny? Gorbash peel your skin, crunch your bones, drink your blood! FIGHT GORBASH!"**

The Dwarves looked at each other grimly, their faces bruised, their armor dented and scratched. **"He's madder than a bear in an iron trap,"** one said. **"Only much bigger, and with a hammer."**

"Aye," said another, showing a fierce grin with a freshly missing tooth. **"And likely to make stupid mistakes. Come, my brothers."** He lifted his axe. **"The strength of the mountain be on our side. Let's finish this, for King and kin."**

And so the party stepped once more into the troll's den. Now was the hour of reckoning. Gorbash would serve as an example to the rest of his brutish kind, that the Dwarves of Iron Peak keep what is theirs...

Goal

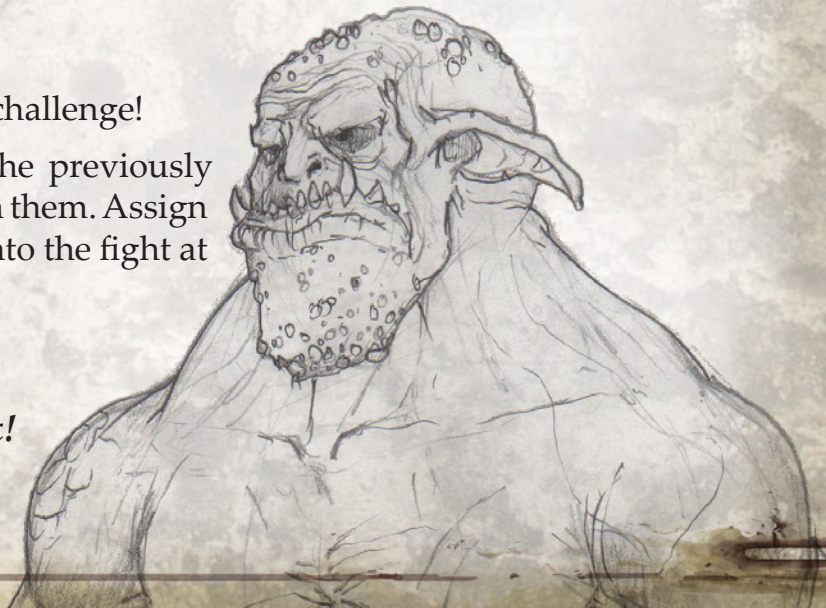
For their honor and the King's wishes, the Dwarves must kill the Vile Troll Gorbash and the rest of his minions. The Vile must eliminate all Dwarves!

Special Quest Rules

Add Crud for an additional Dwarf challenge!

The Dwarves may choose one of the previously recovered magical item to bring with them. Assign the item token to a Dwarf to bring into the fight at the beginning of the game.

*Pray to your Gods, for
this will be no easy task!*





Dwarf Units

(2) Dwarf Warrior, (4) Dwarf Lancers

Cards

Gwenda's Loaf, Dwarven Speed, Charge
* Randomly choose 3 Dwarf cards! Put the rest in the box.

Vile Units

(3) Cave Spiders, Crud (optional!), Gorbash's Feet and Hammer

Cards

(3) Hatchling, Frenzy
* Randomly choose 3 Vile cards! Put the rest in the box (remove Crud cards if he is not in game)

DWARVES of IRON PEAK

QUESTIONS OR COMMENTS?

Vist us at RocketSlugGames.com

CHECK OUT UPDATES

RocketSlugGames.com/our-games

Download the DoIP Living Rulebook!



ROCKETSLUGGAMES,LLC

RocketSlugGames.com